Ho-Oh

80 HP

BASIC

Illus. Mitsuhiro Arita

Fire Wing 20

Fire Blast 60

Discard a Fire Energy attached to Ho-Oh.

weakness | resistance | retreat cost

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Lugia

80 HP

BASIC

Super Psy Bolt 20

Aerowing 30

Before doing damage, you may flip a coin. If tails, this attack does nothing. If heads, this attack does 60 damage instead.

Weakness

Retreat Cost

©2007 Pokémon/Nintendo

Lugia

80 HP

BASIC

Super Psy Bolt 20

Aerowing 30

Before doing damage, you may flip a coin. If tails, this attack does nothing. If heads, this attack does 60 damage instead.

weakness

retreat cost

Mew

δ DELTA SPECIES

60 HP

BASIC

Illus. Masakazu Fukuda

Copy

Choose 1 of the Defending Pokémon's attacks. Copy copies that attack. This attack does nothing if Mew doesn't have the Energy necessary to use that attack. (You must still do anything else required for that attack.) Mew performs that attack.

Extra Draw

If your opponent has any Pokémon-ex in play, search your deck for up to 2 basic Energy cards and attach them to Mew. Shuffle your deck afterward.

weakness | resistance | retreat cost

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ENERGY

Double Rainbow Energy Special Energy Card

Double Rainbow Energy can be attached only to an Evolved Pokémon (excluding Pokémon-ex). While in play, Double Rainbow Energy provides every type of Energy but provides 2 Energy at a time. *(Has no effect other than providing Energy.)* Damage done to your opponent's Pokémon by the Pokémon Double Rainbow Energy is attached to is reduced by 10 *(before applying Weakness and Resistance)*. When the Pokémon Double Rainbow Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy.

Illus. Takumi Akabane

Charmeleon

δ DELTA SPECIES

70 HP

STAGE 1

Evolves from Charmander

Illus. Mitsuhiro Arita

Slash 20

Thunder Jolt 50

Flip a coin. If tails, Charmeleon does 10 damage to itself.

weakness | resistance | retreat cost

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Ho-Oh

80 HP

BASIC

Fire Wing 20

Fire Blast 60

Discard a Fire Energy attached to Ho-Oh.

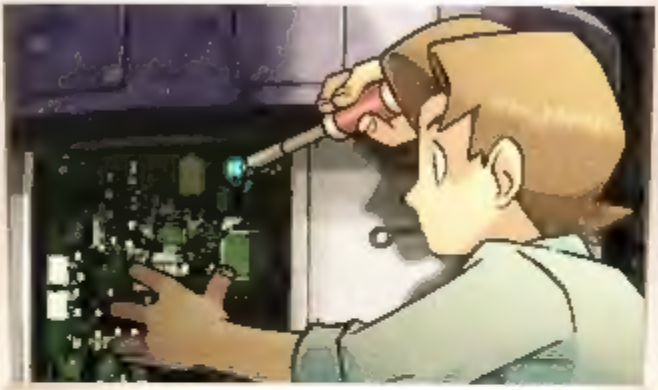
weakness resistance retreat cost

©2007 Pokémon/Nintendo

TRAINER

Supporter

Bill's Maintenance



Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

If you have any cards in your hand, shuffle 1 of them into your deck, then draw 3 cards.

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TRAINER

Rare Candy

Illus. Ryo Ueda

Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

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ENERGY

Boost Energy

Special Energy Card

Boost Energy can be attached only to an Evolved Pokémon. Discard Boost Energy at the end of the turn it was attached. Boost Energy provides ● ● ● Energy. The Pokémon Boost Energy is attached to can't retreat. If the Pokémon Boost Energy is attached to isn't an Evolved Pokémon, discard Boost Energy.

Illus. Shin-ichi Yoshikawa

ENERGY
Rainbow Energy

Charmander

δ DELTA SPECIES

50 HP

BASIC

*	Scratch	10
*	Bite	20

weakness	resistance	retreat cost
		*

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Meowth

δ DELTA SPECIES

40 HP

BASIC

Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

weakness

resistance

retreat cost

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Pikachu

50 HP

BASIC

Lightning Ball 10

Thunderbolt 50

Discard all Energy cards attached to Pikachu.

weakness resistance retreat cost

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12/17

Pikachu

50 HP

BASIC

Lightning Ball 10

Thunderbolt 50

Discard all Energy cards attached to Pikachu.

weakness resistance retreat cost

©1995 Pokémon/Nintendo

Pikachu

δ DELTA SPECIES

40 HP

BASIC

Electric Punch 10

Heavy Metal 10+

Flip a coin for each Energy attached to Pikachu. This attack does 10 damage plus 20 more damage for each heads.

weakness

©2007 Pokemon/Nintendo

13/17

Pelipper

δ DELTA SPECIES

70 HP

STAGE 1

Evolves from Wingull

Illus. Mitsuhiro Arita

Poké-BODY **Mist**

Any damage done to Pelipper by attacks from Stage 2 Evolved Pokémon *(both yours and your opponent's)* is reduced by 30 *(after applying Weakness and Resistance)*.

Lightning Wing 50

Does 10 damage to 1 of your Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance -30 | retreat cost

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Zangoose

δ DELTA SPECIES

70 HP

BASIC

Illus. Atsuki Saito

Detect

Flip a coin. If heads, prevent all effects of an attack, including damage, done to Zangoose during your opponent's next turn.

Metal Claw 40

weakness | resistance | retreat cost

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Espeon ☆

70 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck.

Poké-Power **Purple Ray**

Once during your turn, when you put Espeon ☆ from your hand onto your Bench, you may use this power. Each Active Pokémon *(both yours and your opponent's)* is now Confused.

Psychic Boom 30+

Does 30 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

weakness | resistance | retreat cost

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Umbreon

70 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck.

Poké-POWER Dark Ray

Once during your turn, when you put Umbreon ☆ from your hand onto your Bench, you may choose 1 card from your opponent's hand without looking and discard it.

Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

weakness | resistance -30 | retreat cost

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